

- **Plot** is all the actions and events in a story

Exposition: Characters and settings are introduced

Rising Action: Central conflict begins

Climax: High point or intensity in the conflict is reached

Falling Action: conflict's intensity lessens

Resolution: conflict concludes & loose ends are tied up

- **Conflict** is a struggle between opposing forces

External Conflict: a struggle against an outside force

Internal Conflict: a struggle within one character

- **Characterization** is the method a writer uses to develop characters

Direct Characterization: when the writer tells the reader about a character

Indirect Characterization: when the writer shows the reader about a character

- **Types of Characters**

Round Character: complex, showing many qualities

Flat Character: one-dimensional, showing a single trait

Dynamic Character: develops, changes, & learns something during the course of a story

Static Character: remains the same

- **Irony** is the differences between appearances and reality

Verbal Irony: words are used to suggest the opposite of what is meant

Irony of Situation: an event occurs that contradicts the expectations of the characters, readers, and audience

Dramatic Irony is a difference between what a character thinks, and what the reader knows as true

- **Point of View (POV):** the vantage point from which a story is told

1st Person POV: when the story is told by one of the characters

3rd Person Omniscient POV: when the story is told from someone outside of the story, through the perspective of all characters

3rd Person Limited POV: when the story is told from someone outside of the story, through the perspective of one character

Figurative Language: language that communicates ideas beyond the literal meaning of words

Simile: comparing 2 things using “like” or “as”

Metaphor: comparing 2 things without using “like” or “as”

Personification: giving human characteristics to non-human things

Onomatopoeia: the use of a word whose sound suggests its meaning, as in *clang, buzz, swish*

Oxymoron: expression with contradictory words

Hyperbole: an intentional exaggeration for emphasis or comic effect

Idiom: a phrase or expression which means something different from what the words actually say

Setting is where and when a story takes place

Dialogue: conversation between characters

Dialect: language spoken by people in a particular region or group

Diction: the author’s choice of words

Tone: the writer’s attitude towards a subject

Mood: the feeling created in a reader by a literary work

Imagery: Language that appeals to our five senses with descriptive language

Symbolism: when a person, place, or thing represents something beyond itself

Foreshadowing: the use of hints and clues to indicate future events

Flashback: occurs when material is presented that occurred earlier than the present time of a story

Suspense: is a feeling of uncertainty about the outcome of events

Theme: is the central message or insight into life revealed through a literary work

Allegory: a story in which people, things, and actions represent an idea about life

Paradox: is statement that seems contradictory but actually reveals a deeper truth

Satire: is the use of irony, sarcasm, ridicule, or the like, to expose and criticize people's stupidity or vices, particularly in the context of contemporary politics and other topical issues

Author’s Purpose is the main reason for writing, often expressed in the theme

Cause is an event, an action, or a situation that makes something happen

Effect is the event that results

Inferences are logical assumptions about information or ideas that are not directly stated in the text

Prediction: an idea developed about what will happen later in a narrative